

# READY 2 RUMBLE

THE ULTIMATE

# BOXING

ON DEMAND



# WARNING



## WARNING Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Always observe the warnings about health and safety hazards for the software and video game systems you use. It is important that you read these warnings together with any others you will see in the future before the above cases.

### HEALTH AND SAFETY WARNING

Some video games are designed to be played without interruption when exposed to certain flashing lights or light patterns. If you experience any of the following, you should stop playing immediately and consult your doctor. These symptoms may occur even if the particular game has not yet been started.

If you experience any of the following symptoms related to video games exposed to flashing lights, consult your doctor prior to using the system.

Do not touch your eyes immediately after you finish playing the game. If you experience any of the above symptoms, consult your doctor immediately, but if you experience any of the above symptoms, do not touch your eyes. **SEEK MEDICAL ADVICE IMMEDIATELY.**

### CONDUCT YOURSELF BEFORE PLAYING PLAY

To reduce the possibility of video games, the operator must take the following safety precautions at all times when using the system:

- Do not touch your eyes immediately after you finish playing the game. If you experience any of the above symptoms, consult your doctor immediately, but if you experience any of the above symptoms, do not touch your eyes.
- Do not touch your eyes immediately after you finish playing the game. If you experience any of the above symptoms, consult your doctor immediately, but if you experience any of the above symptoms, do not touch your eyes.
- Make sure the video game system is properly grounded to the electrical outlet.
- Do not play a video game for an extended period of time. The system may overheat, and you may experience video game system malfunctions when playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, correct damage or deterioration:

- Before connecting to power, disconnect the power.
- The Sega Dreamcast VM-001A disc is intended for use exclusively in the Sega Dreamcast video game system. Do not use the disc in anything other than a Dreamcast console, especially with a CD player.
- Do not touch the disc or other parts of the disc.
- Do not touch the disc by the label, because it causes the disc to warp.
- Do not touch the disc or other parts of the disc or use the disc in a scratched, modified, or otherwise damaged disc.
- Do not touch the disc while playing or after use of the disc.
- Do not touch the disc or other parts of the disc or use the disc in a high temperature or humidity.
- Do not touch the disc or other parts of the disc or use the disc in a humid or other source of heat.
- Do not touch the disc or other parts of the disc or use the disc in a humid or other source of heat. Do not touch the disc or other parts of the disc or use the disc in a humid or other source of heat.

### PROJECTION TELEVISION WARNING

Full performance images may cause irritation to persons who always watch the display of the CRT. Avoid operation or observation of other persons who are under projection television.

### SEGA DREAMCAST VIDEO GAME DISC

The VM-001A disc is not only a video game disc, but also a video game system. Do not touch the disc or other parts of the disc or use the disc in a high temperature or humidity. Do not touch the disc or other parts of the disc or use the disc in a humid or other source of heat. Do not touch the disc or other parts of the disc or use the disc in a humid or other source of heat. Do not touch the disc or other parts of the disc or use the disc in a humid or other source of heat. Do not touch the disc or other parts of the disc or use the disc in a humid or other source of heat.



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# STARTING UP



BEFORE YOU BEGIN TO PLAY **Ready 2 Run!**™ Boogie, PAY ATTENTION TO THE FOLLOWING INFORMATION REGARDING YOUR **SEGA DREAMCAST** HARDWARE UNIT.

- 1. Be sure the Power is OFF on your Sega Dreamcast system.
- 2. Plug in your Sega Dreamcast Controllers. One controller is included with the Sega Dreamcast at the time of purchase. Additional controllers are sold separately. For more information on the Sega Dreamcast Controller, see the next page.
- 3. Insert your Ready 2 Run! Boogie Sega Dreamcast Specific Disc.
- 4. Press the Power Button to activate the Sega Dreamcast.
- 5. Follow on-screen instructions.

## SEGA DREAMCAST HARDWARE UNIT



**Important Note:**  
 The information in this manual for the Sega Dreamcast is written for other purposes and is not intended to serve as a manual for all Sega Dreamcast accessories or software. For more information on the console, visit the Sega Dreamcast website at [www.segarcade.com](http://www.segarcade.com).



## STARTING UP



Ready 2 Rumble Boxing is a 1 or 2 Player game. Before turning the Sega Dreamcast ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during the game, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to softreset the software and display the title screen.

Please familiarize yourself with the various controls and buttons for your Sega Dreamcast Controller, as they will be referenced throughout this instruction manual.

### SEGA DREAMCAST CONTROLLER

#### Overhead View



#### Forward View





## DEFAULT CONTROLS



The following is the Default Controller Configuration for Ready 2 Rumble Boxing. For information on changing your Controller Configuration, see Page 9.



You can use the Analog Thumb Pad or Direction Button with your punches and blocks to perform a variety of moves. These moves are listed on the next page.



## FIGHT RULES

### **KNOCKDOWN RULE**

Depending on how many knockdowns you've selected under the Options Menu (see Pages 8-9), this is the number of knockdowns a player can suffer before losing. The default setting is 3 knockdowns.

### **10 COUNT**

When you get knocked down, the Referee will give you a 10-Count so you can try and get your sorry butt back up. There is no being saved by the bell. Once the Ref reaches 10, you're outta there! Press either the L and R Triggers or X+Y Buttons or A+B Buttons rapidly to get back up.

Like we said, you can use the Direction Button and Analog Thumb Pad with your punch and block buttons to pull off a bunch of moves. The basic moves are listed below. Pay Attention!

## **BASIC MOVES**

- Directional button UP or DOWN + High Punch: **HOOK**
- Directional button FORWARD + High Punch: **UPPERCUT**
- Directional button BACK + High Punch: **OVERHEAD**

Low Punches can be used with the Directional button to lunge at an opponent and land a variety of body shots.

The Directional button can be used with the L and R Triggers for **SLAYING** and **DODGING**. Activate **BUMBLE MODE**. When letters are spelled out, press the L and R Trigger at the same time.

**TAUNT:** X Button + A Button or Y Button + B Button



## CHOOSE YOUR GAME



At the Title Screen, press Start. The next screen you will see is the Main Menu. Here you can choose from either Arcade Mode, Championship Mode or you can enter the game Options menu. To make a selection, highlight the selection using the Directional Button or Analog ThumbPad. When you have made your selection, press the A Button. Pressing the B Button will take you back to the previous screen.

The following is a brief overview of the different game styles found in Ready 2 Rumble Boxing.

### ARCADE MODE

Pick a boxer and fight your way to the top! More information is available on Page 10.

### CHAMPIONSHIP MODE

Championship Mode lets you create a gym for yourself. Pick a boxer and train him or her to become the Champ! Build up your boxer through a variety of games and special fights to earn more money. Use the cash to buy more equipment for your gym or to place bets on your boxer's bouts! For more info on this unique game mode, see CHAMPIONSHIP MODE on Pages 17-24.

### OPTIONS

Under the Options menu, you can adjust different settings of the game, as well as re-configure your Controller. All of the game Options are located on the next page.





## GAME OPTIONS



Highlight **OPTIONS** from the Main Menu and press the A Button. This will access the Options Menu in Ready 2 Rumble Boxing. The options listed on the next two pages can be adjusted. Options will also be saved automatically to your VM (Page 15) if you have one inserted in your controller.

To adjust the game's options, do the following:

1.) Highlight the option using the Direction Button or Analog Thumb Pad.

2.) Adjust the option by pressing Left and Right on the Direction Button or Analog Thumb Pad.

3.) When finished, press the B Button. This will exit the Options Menu.



## GAME OPTIONS

### SKILL LEVEL

This deals with the overall difficulty of the game. If you're new to it, try **EASY**. Or, if you think you're all that, try **DIFFICULT**. The default is **MEDIUM**.

### KNOCKDOWNS

This sets the number of knockdowns it'll take to defeat an opponent or the number of times your butt can be knocked down before you lose.

### ROUNDS

How many rounds do you want to fight? Can you go a full 12 Rounds or are you lacking the stamina?



## GAME OPTIONS



### ROUND TIME

You can set the length of your Rounds to be as short as 15 seconds or go the distance with a regulation round of 180 seconds (3 minutes)!

NOTE: Knock Out, Rounds and Round Time affect Arcade Mode only

### MUSIC VOLUME

Catchy music, huh? You can adjust the background music volume by percentage. 100% is the game's loudest setting while 0% is like a ghost town.

### AUDIO

Adjust the sound output for either STEREO or MONO.



### CONTROLLERS

Under this option you can access the Controller Configuration screen and change your Controller's settings. Highlight CONTROLLERS and press the A Button.

If you have two Controllers plugged in, two Controllers will be seen at the top of the screen. To adjust the Controller, highlight the row next to the action you want to change with the Direction Button or Analog Thumb Pad. To change the button that corresponds with that action, press the button you want to use.

For example, if you want Low Block changed from the L Trigger to the A Button, highlight the row next to LOW BLOCK (default is TL) and press the A Button. Got it?



## ARCADE MODE



Selecting **ARCADE MODE** will allow you to take control of a boxer (not ranked in the Bronze Class) and fight against the computer or a friend. To play against the computer, select **ONE PLAYER** and press the A Button.

### **ONE PLAYER GAME**

Fighting against the computer has you duke it out against the other boxers while you progress up the ranks. There are three classes to go through, Bronze, Silver and Gold (each are essentially **EASY**, **MEDIUM** and **HARD** difficulties). Highlight **ONE PLAYER GAME** and press the A Button.

You will then be able to select your boxer. Highlight the boxer you wish to use and press the A Button. For information on playing the game, see "PLAYING THE GAME" on Pages 11-14.

**NOTE:** If you press the X + Y Buttons before choosing your Boxer, they will appear in an alternate costume. Another tip before you choose your boxer, if you press the X Button + Up, Down, Right or Left on the Direction Button, you will be able to select a specific Conerman. If you do not select a Conerman, one will be randomly selected.



### **TWO PLAYER GAME**

Select **TWO PLAYER** from the Arcade Mode screen. Before you play a two player game, make sure there are two controllers plugged in. Please see "Starting Up" on Page 4 for information on plugging in controllers.

Each player will then be allowed to select his/her boxer. To select a boxer, highlight them with the Direction Button or Analog Thumb Pad and press the A Button.

**NOTE:** To play with two people, you must select **TWO PLAYER GAME**. The second player may not "challenge" a player in either a One Player game or a Championship Mode Game.



## PLAYING THE GAME



The following pages will give you all you need to know about playing Ready 2 Rumble Boxing. Each character has their own unique punches and moves. For character information see "THE BOXERS" on Pages 25-30.



After you have selected your boxer, the game will start. At the boxer Match-Up screen, you can view your opposition and check out their statistics. Beware, some fighters may not look like much, but they'll have you spitting teeth in no time!

After the Match-Up screen has disappeared, the fight will begin. Your announcer is none other than Michael Buffer, the Voice of Champions™. He'll prepare the crowd for the bout with his famous "LET'S GET READY TO RUMBLE!", followed by the introduction of the boxers. Wave to your Mom, get to your corner and get ready to come out swinging!



Even when you're seeing stars, try to remember how the buttons function. For the default settings, check out Page 5. Also, each player has their own special move!



## PLAYING THE GAME



OK Hot Shot, it's time to put up or shut up.  
Here's some information you should take into the ring.

Health Bar  
Player One



Stamina Bar  
Player Two

### HEALTH / STAMINA BARS:

Each boxer has two bars above them. One is Red, the other is Blue. The Red bar is the boxer's Health (or energy). Every time the boxer is hit, the Red bar will grow shorter. When the bar runs out, your boxer is on the canvas.

The Blue bar is the boxer's Stamina. This bar indicates how much energy is in your punches (or how much damage you're doing). When you execute a Strong Punch (holding the Direction Button down while pressing a Punch button), your Stamina bar will diminish and slowly rise again. Your punches are the most effective when your Stamina bar is full. If you had to think about that one, you might want to rethink the whole situation.



## RUMBLE!!!

Every time you inflict a certain amount of damage on an opponent, you receive one letter of the word "RUMBLE". When you spell the word out (it will appear on the bottom of the screen), quickly press the L Trigger and R Trigger at the same time. Your boxer's gloves will glow.

When this happens, press the A and B Buttons at the same time to unleash your boxer's "RUMBLE FLUFFY". This is a move of intense speed and power that will be hard for your opponent to block. When spelling out RUMBLE, remember that Player One's letters will be on the bottom-left of the screen while Player Two's letters will be on the bottom-right of the screen.

## GETTING UP

The better you are the harder you fall, and when you do you'd better get back up. When you get knocked down (and you will, repeatedly) press any of the action buttons together over and over again. This will help your health meter (Red Bar) rise and allow you to get back on your wobbly feet. Any previous letters of "RUMBLE" will be lost when you get knocked down.

If you knock your opponent down, start pressing those Buttons to build back your Health while you wait for the Bum to get up off the canvas.



## PLAYING THE GAME



### PAUSING THE GAME

There might be a time when you have to Pause the game. Hey, you should have gone before starting the game! To do so, press Start and the Pause Menu will appear. Within the Pause Menu you will find the following options:

#### **CONTINUE**

Continues the match in progress. Press Start or the A Button.

#### **CAMERA**

You can adjust the camera for numerous points of view. These camera angles are NORMAL, ROTATE ABOUT PLAYERS, RINGSIDE VIEW, ROTATE ABOUT RING, FIRSTPERSON PLAYER 1 & FIRSTPERSON PLAYER 2. Each viewpoint provides a new and interesting way of playing the game. Pay attention to your boxer's location in the ring.

As the camera swings around (in ROTATE ABOUT RING for example), keep in mind that the Directional Button may have to "rotate" with it. This means if you press to the Left on one side and the camera swings around to the other side, you may have to press to the Right next time to execute the same move.

#### **CORNERMEN**

Turn the Cornerman's voice On or Off by pressing the Directional Button Left or Right.

#### **SELECT NEW BOXERS**

Highlight this and press the A Button. You will then be taken back to the Boxer Select screen to choose new boxers.

#### **QUIT GAME**

Highlight this, press the A Button and you're back to the Main Menu.





## USING THE VM



### VISUAL MEMORY UNIT (VM)



Use this device to Load or Save Configuration Data and options settings to your Memory card. At the Memory Card menu, highlight the option you want, then press the A button to Load or Save data.

When saving data, your Controller Configuration and any game configuration settings will be saved to the Memory card until the next time you play Ready 2 Rampage Boxing. The Memory card will automatically load any saved data when powering up the console, as long as you have a Memory card inserted in your Sega Dreamcast.

The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 6 blocks are required to save your Gam, and 2 blocks are needed to save the Options settings. The options settings will be automatically saved when the options menu is exited.

A Visual Memory Unit (VM) is a separate accessory that is used to save game files. You can use the VM to save all of your game data for Ready 2 Rampage Boxing.

### **\* Important Warning \***

While saving a game file, never turn OFF the Sega Dreamcast power, remove the Memory Card or disconnect the controller.





## VIBRATION PACK



### SEGA DREAMCAST VIBRATION PACK™



When inserted into the Expansion Socket of a Sega Dreamcast Controller or other compatible peripheral equipment, this accessory provides a vibration effect that will considerably enhance the game play experience.



When the Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.



## CHAMPIONSHIP MODE



At the Main Menu, highlight **CHAMPIONSHIP MODE** and press the **A** Button.

Championship Mode allows you to pick one of three boxers and raise them from **Bronze** class to **CHAMPIONSHIP** level. Make all of your boxers champions to win the game.

Sharpen their fighting skills by keeping your Boxers in training at your Gym. Winning bouts and moving your Boxer to the next class will release another Brawler for you to select.

Raise money for your gym by participating in **PRIZE FIGHTS**. You can also battle in **EXHIBITION FIGHTS**, pitting your saved boxers against your friend's saved boxers.



From the Championship Mode screen, you can either start a **NEW** game or you can **LOAD** a game from your VM. For more information on using your VM including loading previously saved games or boxers, see Pages 15-23. Highlight a selection on the screen and press the **A** Button.



## CHAMPIONSHIP MODE



A brief warning will appear on the screen advising you that in order to save Championship Mode game data, you must have a memory card with at least six free blocks to save on. If no memory card exists, you can press the A Button to continue or press the B Button to cancel.



### CREATE A GYM

When you start a new game, you can create a Gym where you can train your fighters. Highlight the letters and numbers with the Direction Button or Analog Thumb Pad. To select or enter a number or letter, press the A Button.

To erase the previous letter or backspace, press the B Button. When you are finished, highlight END and press the A Button.

### SELECT A BOXER

You will be able to select a boxer to train. When you begin, only three boxers will be available to you: Boris "The Bear" Knokarov, Butcher Brown & the funky-red-clunky Aldo Thunder.

Select the boxers by highlighting them and pressing the A Button. If your boxer is raised to the next class, you will unlock another boxer to choose from.





## CHAMPIONSHIP OPTIONS

You will notice there are a variety of things to do in Championship Mode. As you highlight each one, a brief description will be displayed at the bottom of the screen. On the right of the screen you will see your boxer along with their different statistics such as CLASS, FIGHTS REMAINING and CURRENCY.

Your main goal in Championship Mode is to train your boxers to become Champions. You will fight for money to build up your gym. As you build up your gym, you will be able to enhance your boxer's training by purchasing equipment. You can participate in PRIZE FIGHTS for some quick cash and place wagers on your fighter to make even more money.

You can enter TITLE FIGHTS to move up in the rankings, but it will cost you some cash to enter. EXHIBITION FIGHTS allow you to take a saved boxer (from your memory card) to a friend's house to compete for money against their saved fighter. The next few pages will explain what each option in Championship Mode means and does. Pay Attention!

## TRAIN YOUR BOXER

**TRAIN BOXER** allows you to purchase training equipment for your gym. Your boxer then works out on the equipment through a series of small but challenging games. Equipment varies in cost, but there are ways of earning some quick cash (more about that later).

When you buy equipment, there is a small game you can play using the equipment. The games have to do with timing and rhythm, so you'd better be quick! You can select equipment by pressing the Direction Button or Analog Thumb Pad to the Left and Right.



Underneath **PURCHASE** you will see **TRAINING**. If you select **AUTO**, the computer will build up the boxer for you. If you select **MANUAL**, you will need to go through the training games to build up your boxer. You can give them a better workout than in the Auto mode, but you'll have to be a tough trainer!

You will receive a **TRAINING VALUE** and **RATING** for every game you participate in. To switch between **AUTO** and **MANUAL**, press Down on the Direction Button or Analog Thumb Pad and press the A Button. The following is a list of the equipment you can buy and how you train on it.

## TRAINING EQUIPMENT

Here is a list of the Training Equipment and the games that go with them.

**BUMBLE BEEBIES TRAINING:** Build up some rhythm for your boxer by pressing buttons in a precise, timed order. Cost: \$500.

**SWAY BAG TRAINING:** Perform a sequence of moves in time with the ball. Entering an incorrect move ends the game. It's all memory based, so pay attention! Cost: \$1,000.

**SPEED BAG TRAINING:** Using some jabs and hooks, earn some points by hitting the bag against the ceiling. If the Red Power Meter runs down, your game is done. Cost: \$1,500.

**HEAVY BAG TRAINING:** You will be told what kind of punch to land. If you miss the punch three times, the game is done. Speed is everything! Cost: \$2,000.

**WEIGHT LIFTING TRAINING:** Press and hold the A Button to lift the weights. Your goal is to get as close as possible to the top and bottom green line on the vertical lift bar. The bar is located on the right of your screen. This is harder than it looks! Cost: \$5,000.

**VITAMIN TRAINING PROGRAM:** This will help build your boxer's stamina and strength. There is no game associated with it, but it is vital. Cost: \$10,000.

**BUMBLE MASS NUTRITION REGIME:** There is no game for this item, but it is necessary. It helps build strength and power. Cost: \$25,000.



## CHAMPIONSHIP MODE



### TITLE FIGHTS

In order to win, you must have your boxer move up the ranks. Enter a Title Fight and box your way to the top. You will start unranked in the Bronze class and will fight for the 10th place ranking.

For every class that you advance to, another boxer will be available for you to select and train. Every time you enter a Title Fight, it will cost your gym \$2,000 for Bronze class, \$3,000 for Silver and \$4,000 for Gold. This is the only way to move up to the Championship ranks, so use your money wisely!

### PRIZE FIGHTS

In order to purchase gym equipment and compete in Title Fights, you must earn money by entering Prize Fights. You initially start out with \$1,000 for your gym. You can either buy some gym equipment to build up your boxer or just have them enter the competition right off the bat. Are you crazy??

Before you enter a Prize Fight, you can wager your money on your boxer. The fight has a purse (cash prize) of varying amounts. If you wager your money on your fighter and they win, you double your wager plus win the purse! You can earn lots of cash this way, but be careful because you can lose your money just as easily.

There is a \$20,000 wager limit. Place wagers by pressing Right to increase wagers and Left to decrease the wager amount on the screen shown above. When you're all set, press the A Button to start the match.



## EXHIBITION FIGHTS

Just like the Prize Fights, you can also wager on your Exhibition Fights. This is a Two Player fight against each player's saved boxer. Pressing Left and Right on the Direction Button or Analog Thumb Pad will select a memory card, while pressing Up and Down will select the slots on the memory card. Once you have selected your boxer, press the A Button to Load them.

## TRADE A BOXER

Here you can trade your saved boxer. Select a boxer by accessing your memory card and appropriate slot. To Load them, press the A Button. The game will prompt the second player to select a saved game from a slot on their memory card. At this time, the second player can choose their boxer to trade with. To trade boxers, press the A Button.

## SELECT A BOXER

SELECT BOXER allows you to change your current boxer for another one. Remember that you must have all of your boxers ranked Champion to win. Press Left or Right on the Direction Button or Analog Thumb Pad to highlight the boxers.

Once you have selected, press the A Button to begin using them. You will initially have three boxers to choose from. As you progress into higher classes, more boxers will become available.





## CHAMPIONSHIP MODE



### **SAVE GAME**

This will save your game data to your memory card. Highlight **SAVE GAME** and press the A Button. Next you will choose a memory card and slot to save to. Once you have selected, press the A Button. This will save all of your fighter's data, gym name and all prizes that have been won.

### **EXIT**

This allows you to **EXIT** Championship Mode and return to the Main Menu. After you select **EXIT** and press the A Button, you will be asked if you want to save your game before exiting. Highlight your choice and press the A Button to: **Save Game**, **Exit Without Saving** or **Cancel**.



# THE BOXERS



## **ALBO THUNDER**

**HOMETOWN:** New York City, New York

**WEIGHT:** 120 lbs **HEIGHT:** 5'7"

**REACH:** 70" **AGE:** 25

Albo Thunder is obviously a stage name for the retired cab driver. Incredibly agile and talented, he tried his hand at many careers before landing the call to professional boxing. While not possessing the greatest record, he never fails to draw a huge crowd with his showmanship and trademark flare.

**BTTEMPS:** Tap the X button repeatedly



## **SALSA**

**HOMETOWN:** Wapaho, Okla

**WEIGHT:** 254 lbs **HEIGHT:** 5'7"

**REACH:** 75" **AGE:** 33

Salsa is a former Samo wrestler who originally came from Samoa but later moved to Japan to take on the world's greatest Samo wrestlers. After becoming Great Champions, Salsa was concerned with the lack of recognition Samo receives from the rest of the world. A consummate disciplinarian as a relentless person to develop and refine his skill, he retired boxing and left his championship behind as an attempt to reproduce and bring respect to the sport he loves.

**ALL YOU CAN EAT:** Direction Button Forward, Back + Y Button



## **BOBIS "THE BEAR" KHORIMOV**

**HOMETOWN:** Japan, Croatia

**WEIGHT:** 225 lbs **HEIGHT:** 6'7"

**REACH:** 87" **AGE:** 26

Bobis is a folk hero in his country along with being a living legend all across Eastern Europe. He is arguably one of the most complete fighters on the circuit, with both inside and outside attacks. With the support of the best Olympic coaches and gym in Croatia, Bobis trains intensely for every fight believing that he will never let his country down.

**JUSTICE AXLE:** Direction Button Back, Forward + X





# THE BOXERS



## **HITCHER BROWN**

**HOMETOWN** District of Columbia

**WEIGHT** 230 lbs **HEIGHT** 5'9"

**REACH** 80" **AGE** 23

Hitcher is a goofy, overly boxer who was once the undefeated champion but lost his title in a controversial bout with Gene Koskies. After a series of setbacks and a long bout with personal turmoil and disillusionment, an inspiring relationship with the spiritual Gene Claw rescued him with the sport that once made him famous. Armed with professional confidence, Brown is now determined to not only reclaim his belt, but to carry the championship as well.

**WILD RIDE:** One-Step Bottom Forward, Back + Y Button



## **SELENE STRIKE**

**HOMETOWN** Seattle, WA

**WEIGHT** 120 lbs **HEIGHT** 4'2"

**REACH** 80" **AGE** 24

Selene is without a doubt, groomed for power, one of the best female boxers in the world today. Her graceful technique is backed by lethal power, particularly with her potent straight and right hook. Not particularly fast, this young actress makes up for her lack of speed with awesome fire-in-the-hole tactics.

**RED LOVE:** One-Step Bottom Back, Forward + X Button



## **JET "IRON" CHIN**

**HOMETOWN** Taipei, Taiwan

**WEIGHT** 150 lbs **HEIGHT** 5'11"

**REACH** 30" **AGE** 20

Jet once made a living as a street dealer for a famous Hong Kong movie star. After living in the shadow of his boss for many years, he made his way to the ring to earn a name for himself outside of the theater. Being new to the sport, Jet's failed bout of martial arts often amazes his professional boxing training.

**SPEAK FANG:** One-Step Bottom Forward, Back + Y Button





# THE BOXERS



## TANK THRASHER

**HOMETOWN:** Coatsville, Alabama  
**WEIGHT:** 250 lbs. **HEIGHT:** 6'4"  
**REACH:** 80" **AGE:** 28

Tank used to fight in the extreme sport of crossbody roller ball upon getting tired from the "back of one's cap" position. Being in his natural form and he has become a leading contender after winning opponents with his apparent lack of conditioning. Tank's talking and punching opponents into submission, Tank holds up convincingly against the better-trained boxers.

**TRAINER:** Director Bates Back, Back, Forward + 8 Buttons



## ROCKY SANCHEZ

**HOMETOWN:** Bangkok Thailand  
**WEIGHT:** 165 lbs. **HEIGHT:** 4'7"  
**REACH:** 70" **AGE:** 27

A Heavy Thai champion in his home country, Rocky wants to prove to the world that his fighting school is the best with hands, as well as feet. Although restricted to the rules of Western Boxing, it often does a flip but then practicing his own with eastern style box. After studying boxing in the States and winning the Championship from Angel "Fighting" Rivers, Rocky is now convinced that he is unstoppable.

**DOUBLE TROUBLE:** Director Bates Back, Forward + 8 Buttons, Back + 7 Buttons



## LULA VALENTINE

**HOMETOWN:** Seattle, Washington  
**WEIGHT:** 165 lbs. **HEIGHT:** 5'7"  
**REACH:** 60" **AGE:** 24

A graduate student in business and fashion design. Late supplements her work hours wearing clothing line with her after professional-grade fighting. Her compact and efficient punches generate surprising power, which often catches opponents off guard. This, along with her striking looks and knowledge, is more than enough to help her climb the ranks, where she hopes to make a name for herself, and her business.

**TRIPLE UP:** Director Bates Back, Back, Forward + 7 Buttons





# THE BOXERS



## NAT BABY

**HOMETOWN:** Las Vegas, Nevada

**WEIGHT:** 264 lbs **HEIGHT:** 5'4"

**REACH:** 60" **AGE:** 25

Intimidating and with an awe-inspiring presence, Nat has arrived on the boxing scene as one of the largest figures in the sport, physically and professionally. Relying on his super-fine neck and lightning agility, he is regarded as a legitimate contender despite his somewhat limited arsenal of punches. Still, one can't help but think that someday, he could take the championship belt by force. **BUMP TRACK:** Double Bottom Back, Back Forward + Y Bottom, B Bottom

## "FURIOUS" FAZ MOTAR

**HOMETOWN:** Riyadh, Saudi Arabia

**WEIGHT:** 230 lbs **HEIGHT:** 5'4"

**REACH:** 70" **AGE:** 28

The former bodyguard of a wealthy Middle Eastern entrepreneur, Faz came to the ring with a guilty conscience. Fully tormented by his wealthy benefactor, he is a cutting-edge specimen in the world of professional sports. Don't let the fleshy girth fool you, he is dangerous both in and out of the ring.

**CRUISE MIDDLE:** Double Bottom Forward, Forward + X Bottom, Y Bottom



## "BIG" WILLY JOHNSON

**HOMETOWN:** Chester, England

**WEIGHT:** 175 lbs **HEIGHT:** 5'11"

**REACH:** 32" **AGE:** 28

Willy came to us from the late 1990's where he was the undisputed flat-a-cuffs champion. Brought to the present through a mysterious link in time, he resurfaces among modern day gladiators as an attempt to remind the world where the sport is headed. Having lived a time when there were hardly any rules, no flow lines and little protection, Sir Johnson carries a newly Mint from the past.

**TEA AND CRUMPS:** Double Bottom Forward, Forward + Y Bottom





# THE BOXERS



## KING CLAY

HOMETOWN: Gallup, New Mexico  
WEIGHT 120 lbs HEIGHT 7'1"  
REACH 35" AGE 34

Known as a never-said boxer who battles opponents with his trademark mystic lighting style. It is said he channels the spirit of the greatest warriors from the land and that his long reach and towering height are the product of a Shaman. Nearly entering a wood, his actions speak loud and clear.

STW & ARROW: Oblique Batten Back, Forward + X Batten, Back + X Batten



## BRUCE BLADE

HOMETOWN: San Diego, California  
WEIGHT 240 lbs HEIGHT 6'5"  
REACH 78" AGE 25

A skilled naval shipyard engineer and notorious ladies man. Bruce moonlights as a boxer in starkly striking brogue. The added protection is also rumored to protect his striking good looks, and to cushion his overinflated ego. More to professional boxing, his fat and raw tactics might seem cowardly to some and have also caused critics to doubt his seriousness for the sport.

SIT DOWN: Oblique Batten Back, Back, Forward + Y Batten



## JIMMY BLOOD

HOMETOWN: Omaha, New Zealand  
WEIGHT 220 lbs HEIGHT 6'3"  
REACH 67" AGE 23

A former and mediocre fighter, Jimmy is uncontrollable as the result of the fall. While often criticized for his constant lack of discipline, he can use away his fight winning power and subtlety among the professional ranks.

His weapons of choice, devastating lunging breaks to the head.

BLOOD BUSH: Oblique Batten Back, Back, Forward + Y Batten





# THE BOXERS



## ANGEL "RAGING" RIVERA

BOMTOWN, Mexico, Mexico

WEIGHT 190 lbs HEIGHT 5'7"

REACH 71" AGE 33

Angel is one of the toughest and most exciting fighters. Disillusioned in the amateur circuit, he was known for adhering to the styles of boxing greats. His professional debut was so differentiated after swiftly scoring his first championship belt, Angel lost it in his first title defense against a former champion, the brutal fighter Sanchez. Frustrated by the new champ's sophisticated fighting method, Rivera abandoned the vestiges of his traditional techniques in exchange for a wilder, more reckless path. Now fueled by revenge, he has little respect for those he must defeat in order to regain face his name.

CHARIS BLASTER: Question: Ruffin Beck, Forward - 3 Ruffin



## DAMIEN BLACK

BOMTOWN, Missouri

WEIGHT 250 lbs HEIGHT 7'3"

REACH 100" AGE 500

Little is known about the strange, inhuman being on Damien Black. It is speculated that he is a being from another dimension and that he feeds and generates many boxing events including his own. It is also rumored that the "Blackbeard Span", his patented body blow, causes fighters to become ill and propped the instant it connects.

His goal is unclear but few wish to stand in his way.



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